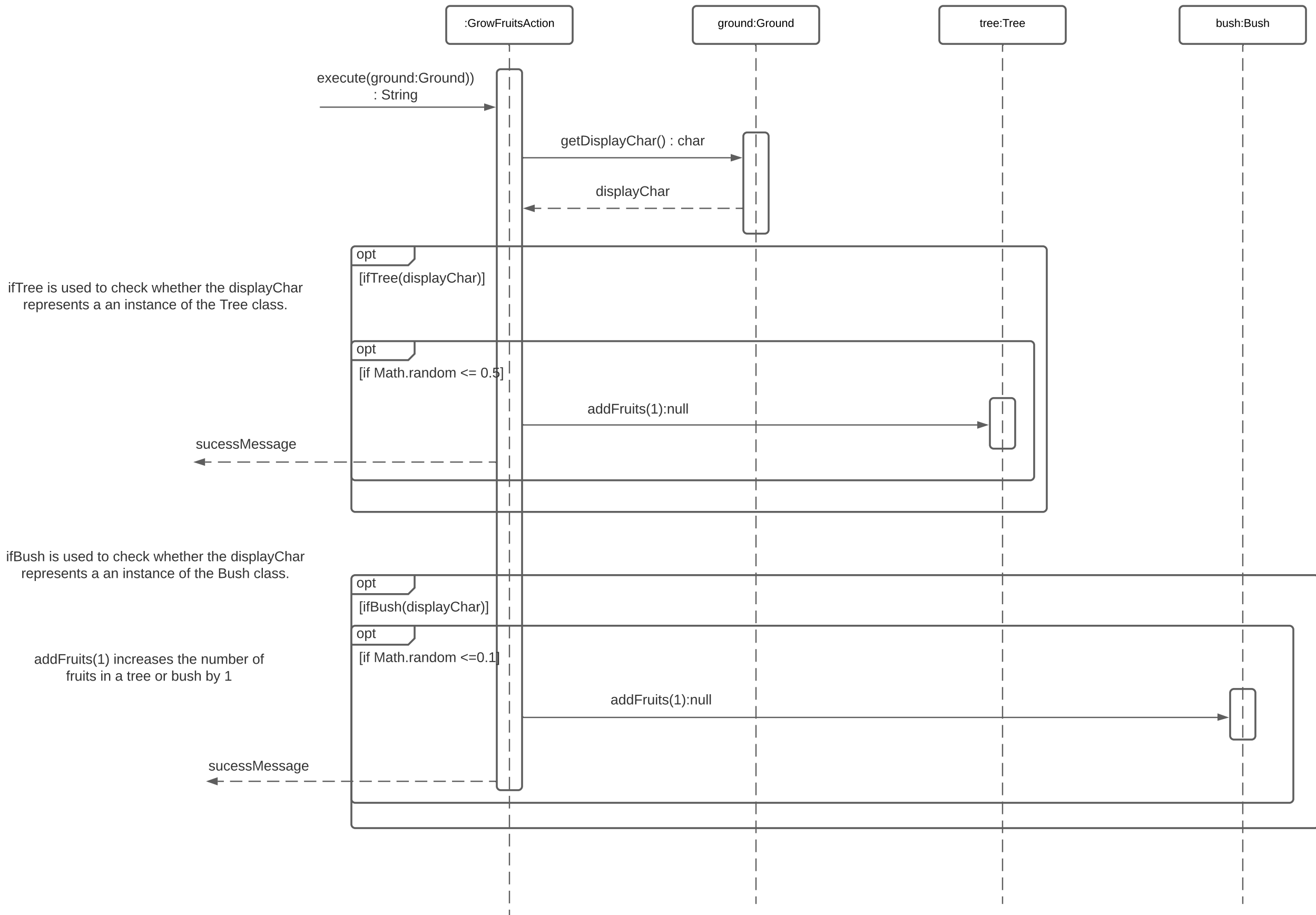
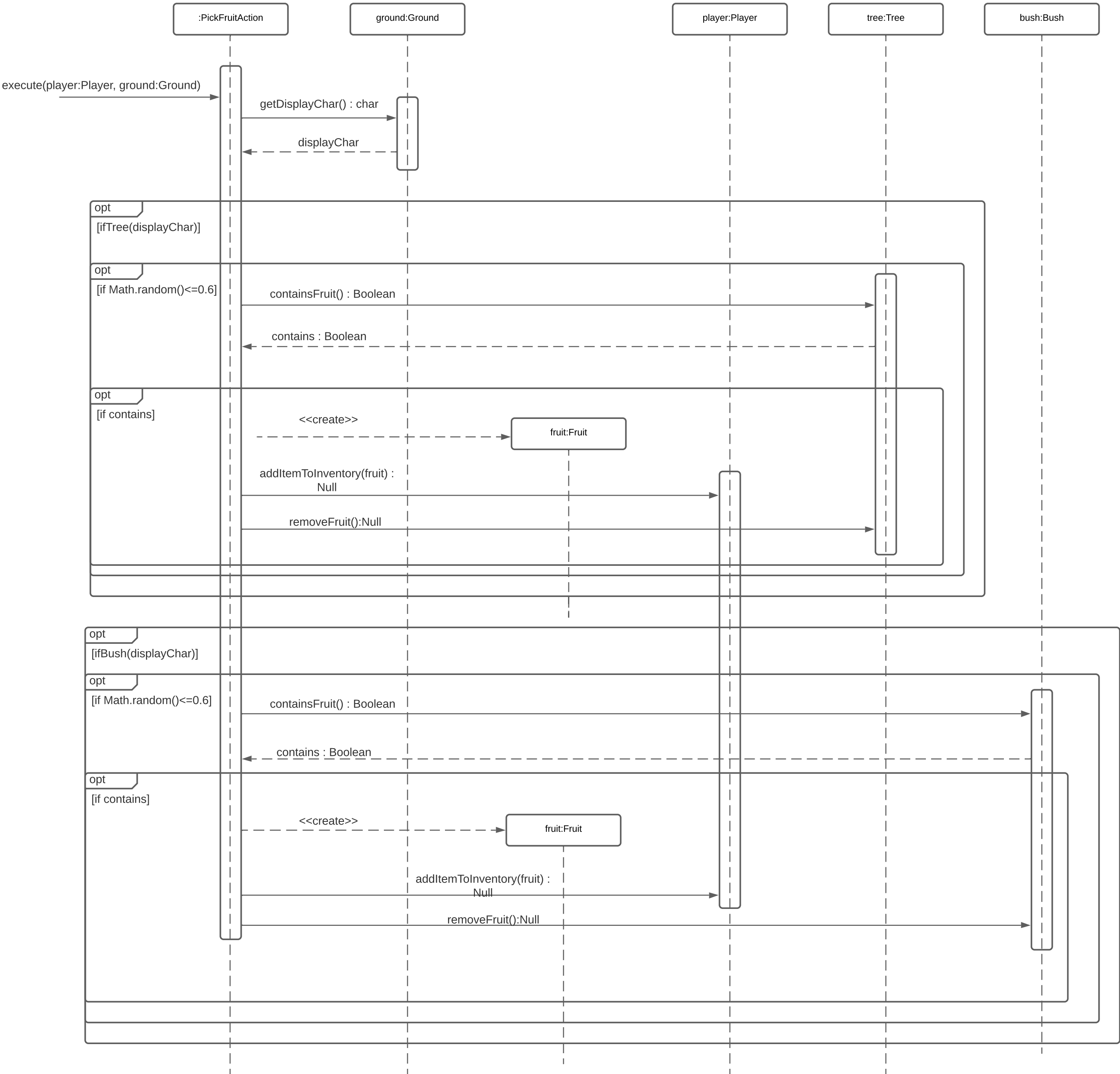


Sequence Diagram
For GrowFruitsAction



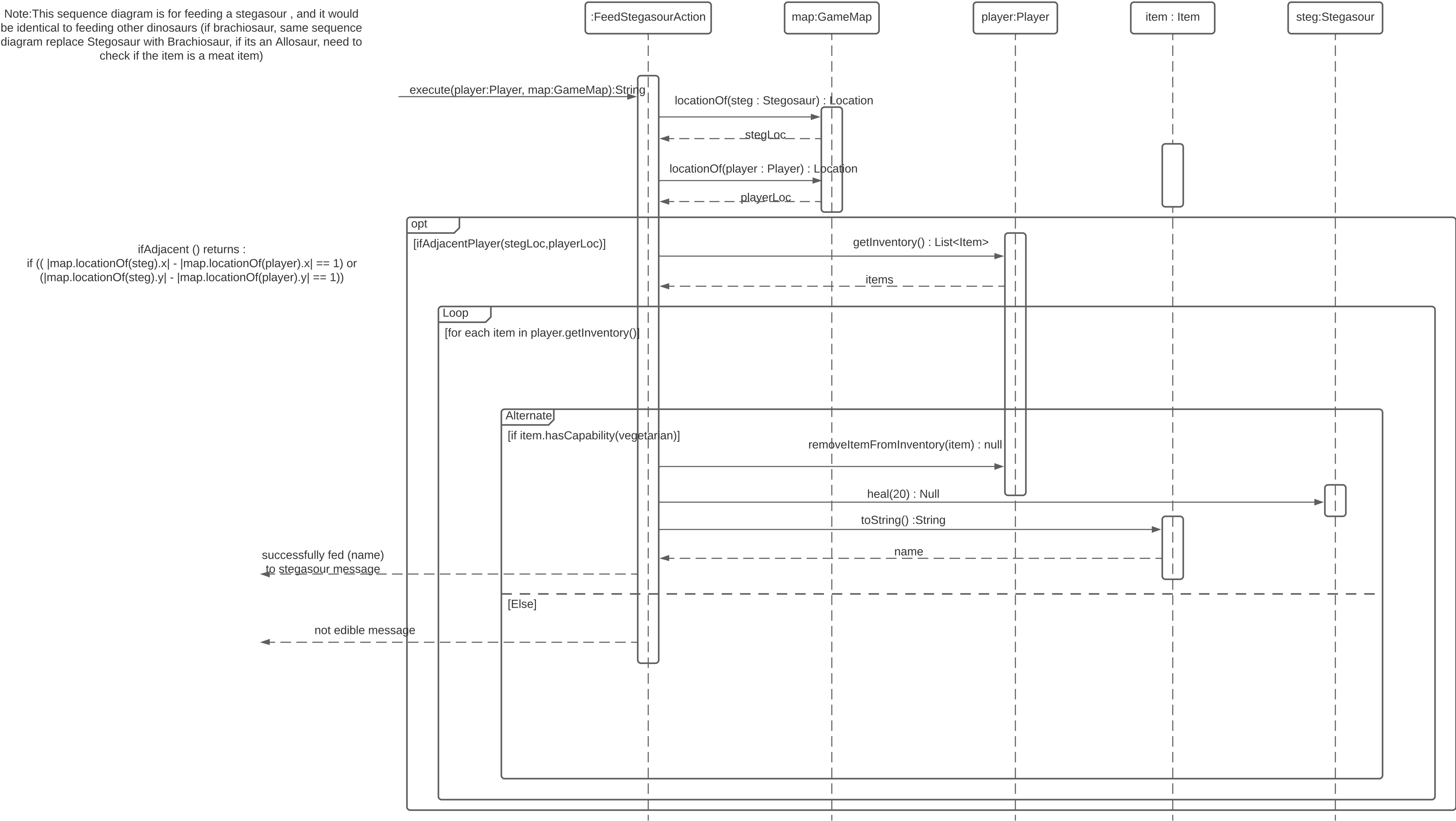
Sequence Diagram
For PickFruitAction



Sequence Diagram
For
FeedStegasaurAction

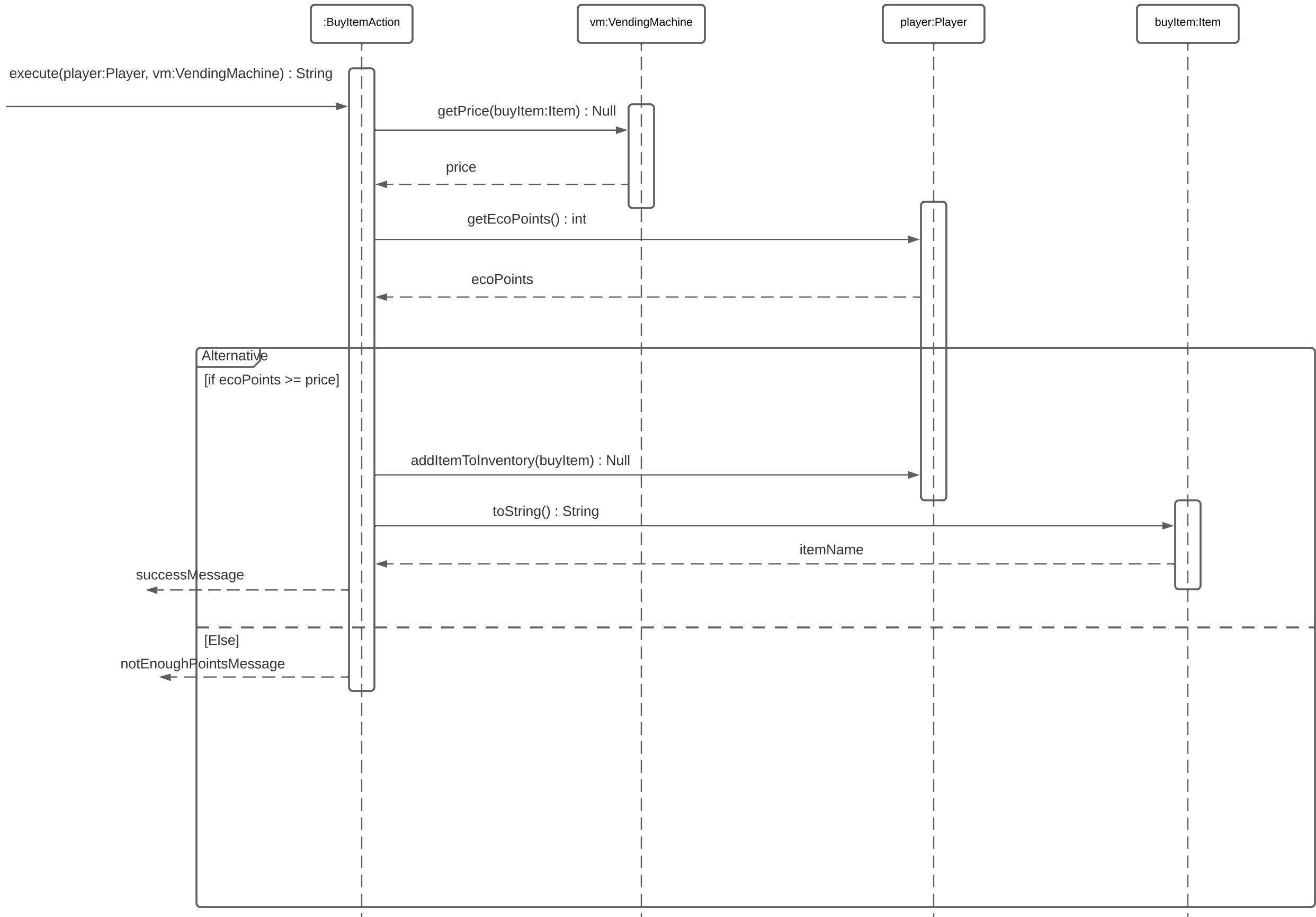
Note: steg is an instance variable of
FeedStegasourAction class

Note: This sequence diagram is for feeding a stegasour , and it would
be identical to feeding other dinosaurs (if brachiosaur, same sequence
diagram replace Stegosaur with Brachiosaur, if its an Allosaur, need to
check if the item is a meat item)

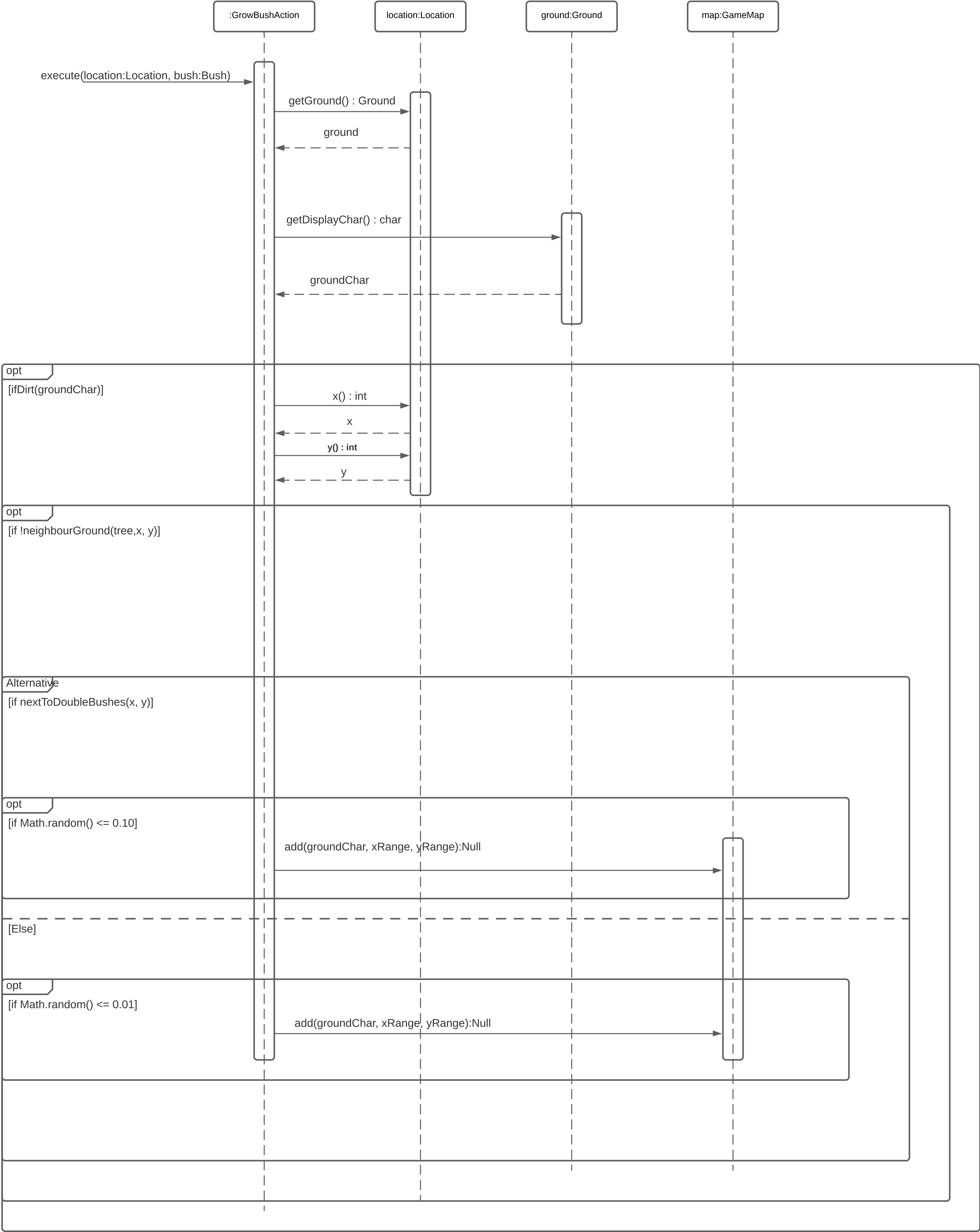


Sequence Digram for BuyItemAction

Note: buyItem is an instance variable of
BuyItemActionClass



Sequence Diagram
For GrowBushAction



neighbourGround checks if there is a tree next to current dirt block

nextToDoubleBushes checks is current dirt bloc is next to at least 2 Bushes

Not next to two bushes